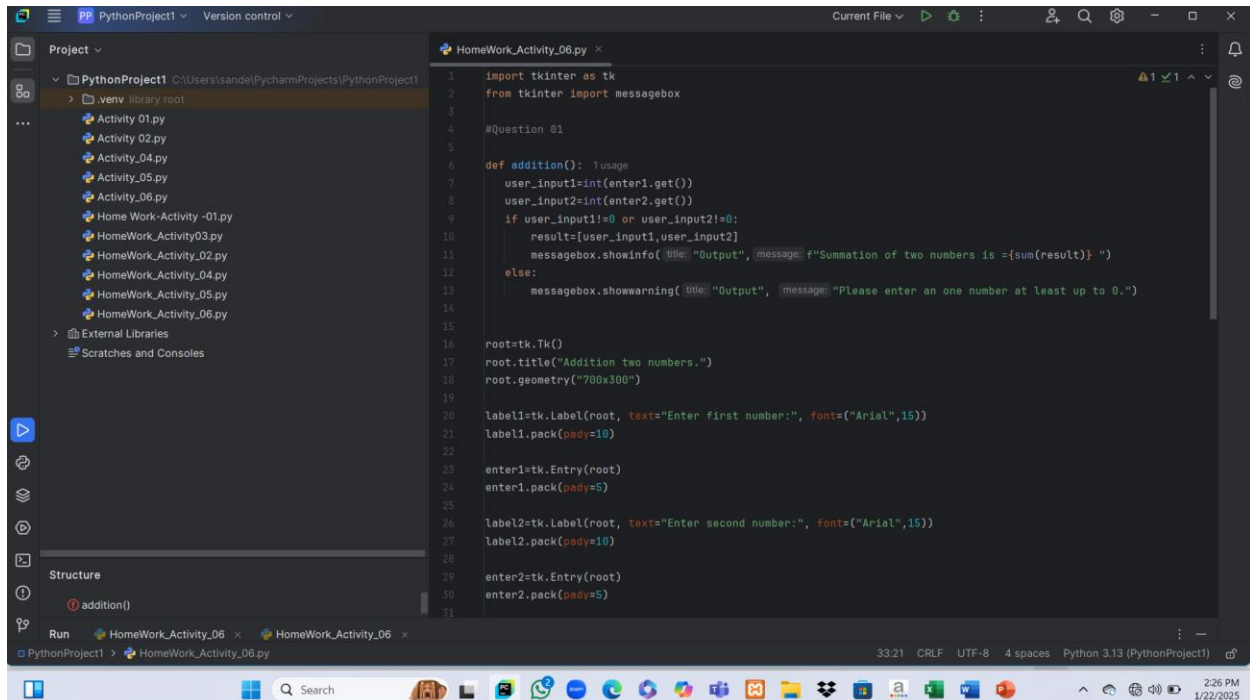


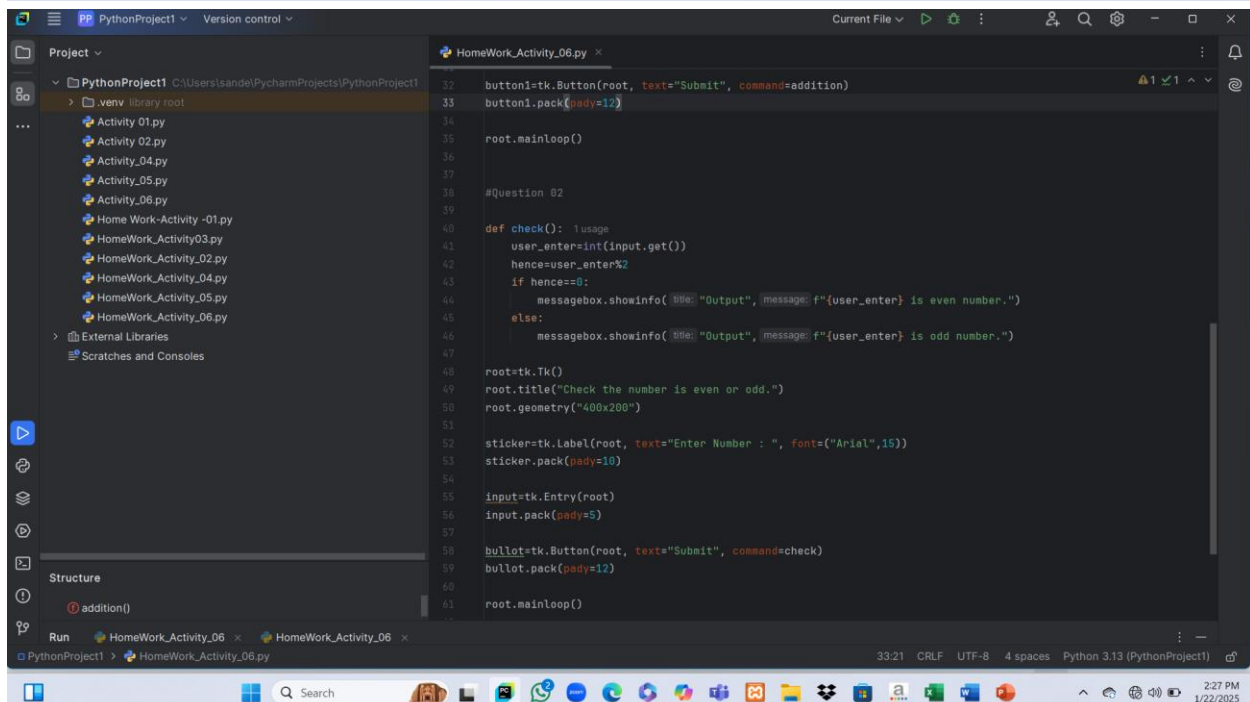
Activity-06

Reg_No:-223576543



This screenshot shows the first part of a Python script in a PyCharm IDE. The file explorer on the left shows a project named 'PythonProject1' with a subdirectory '.venv' and several Python files. The main editor displays the code for 'HomeWork_Activity_06.py' from line 1 to 31. The code imports 'tkinter' and 'messagebox', defines an 'addition()' function that takes user input and shows a message box with the sum, and sets up the initial Tkinter window and input fields.

```
1 import tkinter as tk
2 from tkinter import messagebox
3
4 #Question 01
5
6 def addition():
7     user_input1=int(enter1.get())
8     user_input2=int(enter2.get())
9     if user_input1==0 or user_input2==0:
10         result=user_input1+user_input2
11         messagebox.showinfo( title= "Output", message= f"Summation of two numbers is {(sum(result))} ")
12     else:
13         messagebox.showwarning( title= "Output", message= "Please enter an one number at least up to 0.")
14
15
16 root=tk.Tk()
17 root.title("Addition two numbers.")
18 root.geometry("700x300")
19
20 label1=tk.Label(root, text="Enter first number:", font=("Arial",15))
21 label1.pack(pady=10)
22
23 enter1=tk.Entry(root)
24 enter1.pack(pady=5)
25
26 label2=tk.Label(root, text="Enter second number:", font=("Arial",15))
27 label2.pack(pady=10)
28
29 enter2=tk.Entry(root)
30 enter2.pack(pady=5)
31
```



This screenshot shows the second part of the Python script in the same IDE. The code continues from line 32 to 61. It defines a 'check()' function that takes user input and shows a message box indicating if the number is even or odd. It also sets up a Tkinter window titled 'Check the number is even or odd.' with an input field and a 'Submit' button.

```
32 button1=tk.Button(root, text="Submit", command=addition)
33 button1.pack(pady=12)
34
35 root.mainloop()
36
37
38 #Question 02
39
40 def check():
41     user_enter=int(input.get())
42     hence=user_enter%2
43     if hence==0:
44         messagebox.showinfo( title= "Output", message= f"{user_enter} is even number.")
45     else:
46         messagebox.showinfo( title= "Output", message= f"{user_enter} is odd number.")
47
48 root=tk.Tk()
49 root.title("Check the number is even or odd.")
50 root.geometry("400x200")
51
52 sticker=tk.Label(root, text="Enter Number : ", font=("Arial",15))
53 sticker.pack(pady=10)
54
55 input=tk.Entry(root)
56 input.pack(pady=5)
57
58 button1=tk.Button(root, text="Submit", command=check)
59 button1.pack(pady=12)
60
61 root.mainloop()

```

